

---

Subject: Almost instinctive teamplaying

Posted by [Anonymous](#) on Tue, 23 Apr 2002 09:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There are a lot of ways to play as team without word or only with few words. Not rare strats, or super tips, common sense is the key here :At the very start of a game===== On most tower defended maps : attack the harvester. Everyone should do that. Type Ctrl+Alt+2 to make sure people will follow.- On undefended maps : wait for your mates or follow them => this is stupid to attack alone a building at the very start of a game. If you can, tell the building you choose. Else make people follow you. Many games are won using this.When the game has really started===== when you see an apc => jump in, whatever is your character class => all class got c4 => three timed c4 destroy a building.- when you buy an apc, try to never attack alone. Don't forget to type ctrl+2 to invite people.- As nod, when you see people buying a lot of flame tanks on defended maps => buy an apc+tech => Follows the flame tank rush and then when they re attacking the AGT, infiltrate the GDI base and attack the building of your choice => always very effective and fun...- for beaconing : tell your team your target ! "i nuke barracks". It's always sad to waste a beacon because someone else place his beacon near your own... And think about it : last time i did it on walls, we armed 3 nukes together aiming differents buildings. One was disarmed but barracks and factory were destroyed. We didn't make a plan and chat for hours. I just told "i nuke barracks"... When you tell it, you warn also your teammates snipers and if they re a bit clever they ll try to protect the beacon.Try always to have a feeling on what is going on===== All of your team is attacking ? Defend. If you don't, the game can become very bad...- All of your team is defending ? Attack. Else your team will probably lose...- To make rush (apc, flamers, and so on) you need to control the field. Else this is useless and you will probably give points to the enemy. This is why you should rush only - at the almost start of the game - when your team make the siege of the nod base - when there are a lot of way to attack enemy base - when you feel the Strength is in you - All of your team is using vehicle ? Use infantry. All of your team is using infantry ? Use vehicle. A good team is a team with a good diversity. For instance, on under as GDI, if your team make the siege of the Nod base, try to place a ion near the central or even just make a gunner rush...- When the enemy team lose her factory /airstrip they will protect their base with expensive infantry units. Unless there are already snipers in ur team, take one and kill these so expensive units When you are a sniper try to protect beacon too...- you have nothing to do and almost no credit ? Take an engy and help your team.- When the enemy make the siege of your base : kill the repairers !!! A lot of ways to do this... Use also 0 cost units to c4 vehicle, especially slower ones like mammoth... You can find players playing almost like this on this server (not always, yes, but sometimes) :gamesdomain.co.uk C&C:R 2 (213.221.165.5:4858)Some players and clan nickname :- fulgore xvii- semtexc4- Shoteye- F16- x0x- ZaE- the tdf clan- the HTP clanThat's the only names i remember but there is a lot of good players on this server. Don't expect to see an elite gamer in action, but just some good games (sometimes)...

---

---

Subject: Almost instinctive teamplaying

Posted by [Anonymous](#) on Tue, 23 Apr 2002 09:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is exactly what I've been finding out. After playing so many games, things just seem to come

more naturally. I tend to adjust to whatever everyone else is doing. If I spawn after a rush has already left, I'll stay back and defend the base. One thing I've started doing.. always use your timed C4.. somewhere.. anywhere. You'd be surprised at how many kills and how much damaged I've caused because of that. I'll drop one in the middle of no where since a sniper is obviously targetting me (survived the first shot). Then a little bit later I get a boink. I love to have tanks run me over, but I usually always leave a little present stuck to their front end. yeah.. I'm that suicidal soldier you see running at the tanks and jumping just before they hit me. Unfortunately some people haven't played long enough. Techs, for instance, should be protected by their infantry escorts.. not ignored. I was a tech in a C4 rush and when we encountered an enemy infantry unit (basic gun), I backed around a corner only to have the enemy follow me and kill me. My teammates just kept on running and completely ignored the enemy that was attacking me.

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sat, 25 May 2002 11:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Up to the top again!

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sat, 25 May 2002 11:51:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by n00by One Ken00by:There are a lot of ways to play as team without word or only with few words. Not rare strats, or super tips, common sense is the key here :At the very start of a game===== On most tower defended maps : attack the harvester. Everyone should do that. Type Ctrl+Alt+2 to make sure people will follow. You make some good points, but it really depends on your team mates and the status of the game at hand. For example, on flying\_walls...if you start out with credits it's probably not a good idea to attack the harvester. Well, we did and while we were attacking their harvester, they had a mad engineer rush on our power plant. Needless to say, we lost the game. Also, your team mates may want to use their harvester as a cover (a stealth Nod sneaked into our base that way and set off a nuke by the PP). Do you rush and leave your base unprotected or do you stay and protect your base? It's a tough decision and it all depends on the map, which side you are playing and how good your team mates are. It goes back to the basic proposition: "team work". Without it, it doesn't matter how good you are, you aren't going to win without it (unless the other team is completely stupid). We had a really smart driver on GDI (on the map with flying vehicles, but no guard tower). He dropped one hotwire off at the HON, one at the refinery and one at the power plant. We won and destroyed two buildings one right after another. Nod didn't know what hit them. On flying\_walls, everyone assumes you will go for the PP, so why not go for the HON? Doing the unpredictable can give you amazing advantages in a game.. [ May 25, 2002: Message edited by: supertech ]

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sat, 25 May 2002 13:39:00 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Everyone should read this! I'm bumping it back to the top!

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sun, 26 May 2002 00:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

HoN is an easy target. The problem is, it usually provokes a flame rush and then you get stomped. If you follow up with a cannon on the pedestal you can win quick, though

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sun, 26 May 2002 01:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

this is a great but it come to you after u play 24/7 like me.

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sun, 26 May 2002 01:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

maybe the most important thing you do is communicate with your team. Tell them what/where/how your doing ETC.

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sun, 26 May 2002 07:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by supertech:You make some good points, but it really depends on your team mates and the status of the game at hand. For example, on flying\_walls...if you start out with credits it's probably not a good idea to attack the harvester. Well, we did and while we were attacking their harvester, they had a mad engineer rush on our power plant. Needless to say, we lost the game. Also, your team mates may want to use their harvester as a cover (a stealth Nod sneaked into our base that way and set off a nuke by the PP).By "At the start of the game," he was referring to when you don't yet have credits I believe.

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Sun, 26 May 2002 09:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

in maps like city, under, mesa and others, can you walk behind the harvester into a building?you

---

could probably get into agt in mesa..can you get into refine in city? you might be able to get behind their barracks,too....I don't know how far you can get in in under, but you could probably get in AGT if you know what you're doing

---

---

Subject: Almost instinctive teamplaying  
Posted by [Anonymous](#) on Mon, 27 May 2002 10:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Finally, someone is posting tips and has some sense about it!!! These tips are way better than what other fools have been posting, like the moron that posted the "DONT REPAIR THE HARVESTER". Lets be sure to keep this post at the top, that way newbies can read it and it will hopefully make them better players. Good Work!

---